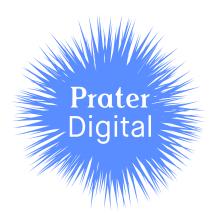# Prater Digital

→ About us

How does a digital cultural venue work? What digital cultural techniques can visual and performing arts work really well online? Which accesses can be made possible, how can visitors experience art and culture in virtual space and what effects does working in virtual spaces have on artistic and aesthetic practice? What - not only technical - challenges do cultural institutions and artists face when they want to build a digital infrastructure that is as data-secure and ethically sound as possible?

The **Prater Digital** project addresses these questions in an exemplary manner and offers a platform that was developed in discourse with many experts and actors.
Various modular spaces were conceived, in which meetings, assemblies, exhibitions, performances and performances can take place. These spaces are available for use by third parties and also offer the possibility to share and expand generated knowledge.

The Prater Digital was developed in collaboration with the curator Julian Kamphausen and the advisory board on the future of the Prater Berlin. It was realized in cooperation with Mark Coniglio (Troikatronix) and digital.DTHG and with the support of the „Spiel &&& Objekt" course at the Ernst Busch Academy of Dramatic Arts.
Prater Digital is funded by the Senate Department for Culture and Europe's funding guidelines for digital development in the cultural sector

How do I use the Prater Digital learning program?

If users use Mozilla Hubs, the following steps should be followed:

1. microphones (here users can decide whether they agree to use the microphone)

2. in the lower center of the room, two possibilities to enter the room appear – depending on the terminal device through VR glasses or through another device that has no VR features (e.g. computer, tablet or cell phone).

3. selection of the avatar and name

4. audio settings depending on the terminal device

5. after entering the room, the respective terminal devices have different navigation controls:

Computer
→ *Rotate: left mouse button or the keys Q (left) and E (right) on your keyboard.*
→ *Moving horizontally: A key – left and D key – right, D key forwards and by pressing the S key backwards. Keep the space bar pressed if you want to move faster.*

VR-Glasses:
→ *Rotate:* by using the thumbstick of the right controller
→ *Move Horizontal:* by using the thumb stick of the left controller. Again, you can make your movements faster by using the B or Y key of your left controller.

Touch Screen
→ *Rotate and move:* Touch the screen and drag in the appropriate direction.

Insert objects into the room
In the middle of the room there is a bar at the top with additional functions:
→ Central icon (pink) leads to a search bar where users can select objects to position and move in the room

Computer
→ the selected object can be moved around the room with the left mouse button. Object menu opens by pressing the space bar while the mouse pointer points to the object.

VR-Glasses:
→ the selected object moves through the handle of the controller, right thumbstick – object closer while mouse pointer points to the object. Holding down the A or X key while the mouse pointer is also pointing to the object opens an object menu.

How do I use the Prater Digital learning program?

In the following we would like to show you the most important functions in order to use the Prater Digital learning program. We have developed the tutorial to show you all the important functions and applications so that you will know your way around the Prater Digital.

Open the link to get to the window of Mozilla Hubs. This window will take you to the room that was designed to familiarize you with the navigation and control functions.

→   First of all, the open window will ask you if you agree that the Mozilla Hubs site may use your microphone. If you agree, you will be able to communicate with other participants in the tutorial.

→   After the room is opened, a white frame will appear in the lower middle of the picture - here you click according to your equipment whether you want to use the room with virtual reality glasses. If you do not have virtual reality glasses, you can enter the room by clicking „Enter Room".

→   Almost done: What is missing now is your name and a so-called avatar. Avatars are graphical representations that embody you as a user in the virtual room. You can choose your name freely. If you want other guests to recognize you, it helps if you choose your name or a similar one. In the avatars you can freely choose one from suggestions. Mozilla Hubs has developed avatars for this purpose, which you can view by clicking on the box „Browse Avatars". This link will take you to a page where you will find a wealth of suggestions. After you have found an avatar and a name, you can enter the learning room by clicking on the red field with the inscription „Accept".

→   Finally, your technical equipment (camera and sound) has to be adjusted so that you can hear other users in the room and be heard and seen by yourself.

→   Welcome: Now you are in the room and before you start you will see on the screen how to navigate through the room:

    If you have entered the room with a **computer,** you can turn left or right by using the left mouse button or the keys Q (left) and E (right) on your keyboard.

    With **virtual reality glasses** you can turn left or right by using the thumbstick on your right controller.

    If you are using a **touch screen** device, you can move around the room by touching the screen and dragging it in the appropriate direction

→   - To get to know the room, turn around (according to the navigation function of your device). You will see that you find yourself in a room with large black screens. On these there are further instructions on how to move further in the room:

    If you have entered the room with a **computer,** you can move horizontally to the left with the A key and to the right with the D key. The D key moves forward, the S key moves backward. If you would like to move faster through these functions, you can hold down the spacebar while pressing the D key.

    With **virtual reality glasses** you can also move vertically forwards, backwards and horizontally sideways by using the thumbstick of your left controller. You can also make a movement faster by using the B or Y key of your left controller.

If you are using a **touch screen** device, you can move around the room by touching the screen and dragging in the appropriate direction with two fingers.

→ For the next step we would like to ask you to cross the canvases. Unlike what we know from physical spaces, you can simply walk through the canvases. There you will see that there are further instructions on the floor. As a user of the room you have the possibility to insert objects into the room. These can be graphic representations or other media that you want to share with the other users. As with the selection of your avatar, you can also use suggestions that Mozilla Hubs has developed.

If you look on the bar in the top center of your window, you will see a pink circle that will lead you to a search window. Here you have the choice to upload your own data or to position one of the suggestions of Mozilla Hubs in the room. You can perform the following functions with the selected object:

If you have entered the room with a **computer**, you can move the selected object in the room with the left mouse button. To bring the object closer, you can scroll with your mousepad and to open the object menu, press the spacebar while pointing the mouse cursor at the object. Once the object menu has opened, there are more options available. To enlarge or rotate the object, you can click on the right and left fields. Keep the space bar pressed down. You can also use the „Pin" field to position your object in the room.

With **virtual reality glasses** you can move the selected object by using the handle of your controller (no matter which side). With the right thumbstick the object will appear closer to you while you point to the object with the mouse pointer. By holding down the A or X key while pointing at the object, an object menu opens. Here you can also rotate the object by pressing the „rotate" button on your controller. To enlarge or reduce your object, you can move your hands apart or towards each other while holding the object with the handle of your controller. To position an object in the room, press the „Pin" field with the respective button of your controller.

How to build an avatar?

The following link will take you to a page where you can create your own avatar.
On there you have two possibilities: either you upload a photo of yourself and an avatar will be created automatically, or you can create your own avatar:

→   https://www.readyplayer.me

You can choose from different features, for example the hair color of your avatar or a possible headdress. Once you are satisfied, click on the window in the upper right corner with the inscription „Done". In the second oblong bar you will see a link, which you can save by clicking on the „Copy" box to the right. Your avatar is now stored in the clipboard. If you go back to the learning room of the Prater Digital and click on the box „Browse Avatars" while choosing your name and avatar, a search bar will open. Now click on the link „Avatar GLB URL" in the upper right corner of this page and then paste the URL of your self-created avatar.